

MES COLLEGE OF ENGINEERING, KUTTIPPURAM
DEPARTMENT OF COMPUTER APPLICATIONS
20MCA245 – MINI PROJECT

PRO FORMA FOR THE APPROVAL OF THE THIRD SEMESTER MINI PROJECT

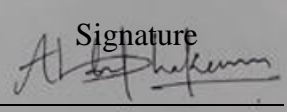
(Note: All entries of the pro forma for approval should be filled up with appropriate and complete information. Incomplete Pro forma of approval in any respect will be rejected.)

Mini Project Proposal No : 01
(Filled by the Department)

Academic Year : 2021-2022
Year of Admission : 2020

1. Title of the Project : Video Game Development Using Unity(Racing)
2. Name of the Guide : Hyder Ali K.
3. Number of the Student: MES20MCA-2001
4. Student Details

Name (in BLOCK LETTERS):	Roll Number
1. <u>ABDUL HAKEEM MOIDUKUTTY</u>	<u>01</u>

Signature


Date:01/12/2021

Approval Status : Approved / Not Approved

Signature of
Committee Members

}

Comments of The Mini Project Guide

Dated Signature

Initial Submission :

First Review :

Second Review :

Comments of The Project Coordinator

Dated Signature

Initial Submission:

First Review

Second Review

Final Comments :

Dated Signature of HOD

VIDEO GAME DEVELOPMENT USING UNITY (RACING)

Abdul Hakeem Moidukutty

Introduction:

Gaming! I have always been passionate about gaming. I am generally happy about spending time on computers, but back when I was a kid I thoroughly enjoyed gaming as much as anything I ever had loved. I played games whenever I could. As days and years passed by the complexity, system requirements, and the genres of the games that I played did change. Not to mention the boom smartphones also got me into mobile gaming. Coming into the Computer Application field, ignited once again one of my oldest dreams. Perhaps the oldest dream that I ever had. Considering how much I enjoyed playing games, I always wanted to try a hand at making some games of my own.

In order to create great games, one needs to be well versed in the games that are currently being played and have been successful in the past. This means that one should also play games that you normally would not play and even games that one doesn't like. Not all people like all games. There are many different types of games from entertainment games to educational games, games for health, games for science and many more. Being able to critically look at games and identify which elements work well, which elements could be improved and which elements I might use for my own games will help me become a great game designer.

Breaking into the games industry is possible with a "little bit" of work. It can also be hugely rewarding. As it is now its impossible to think about a world without computers. If not by a longshot I would like to create a top grossing game at some point in my career or at least be part of create one. I hope my mini project to be my stepping stone onto the wide ocean of possibilities in game development and hope to strike gold someday. I am sure that I will thoroughly enjoy myself while doing so.

Objectives:

Since game development is time consuming and laborious, the primary objective of the project is the time bound release of a playable version of the game with limited functionalities which is supposed to be enhanced or updated in the main project.

Problem Definition:

Understanding Unity will be the key for the progress of this project. Initially, the templates provided by unity will thoroughly gone through and fiddled with. If possible will be incorporated in to the said project.

We will be aiming to create a racing game in the TPP (Third Person Perspective). The player will be able to navigate an interactive menu, choose a desired character, vehicle, map, game mode, details of all of which will be provided in the respective interfaces.

Basic Functionalities:

There will be an intuitive UI. The depth and count of the following features would be determined by the time constraint.

- Maps
- Characters
- Vehicles
- Theme
- Music or SFX
- GFX
- Sprites
- Game Modes

Tools / Platform, Hardware and Software Requirements:

- Unity and Unity Hub essential for the progress of this project.
- Photoshop would be used to modify sprites
- Blender asset may or may not be used depending on ease of access and taking into consideration whether it is possible to incorporate them in to the app.
- Some sound mixers and open source sprites, music, sfx will be used.